

# Gamifiable LLC

Face Everything And Rise



B2C Input User Conditions For B2B Output Database Connections

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## Abstract

With [GamifiableMobile.com](http://GamifiableMobile.com)'s CONNECTIONS that are the Trigger for a new x, scale and monetization of Gameplay Action are Players extended as B2Cs, and with data gathered as  $y = 1$ ; C2C's Gameplay with a Mobile Game EXPERIENCE of RELATIONSHIPS provides a Mobile Game Venue of z that is their Reward of a decentralized market with ad-based revenue that seamlessly converges with [GamifiableReality.com](http://GamifiableReality.com) and [GamifiedAnimation.art](http://GamifiedAnimation.art).

Execution of Ethnographic Gamified CRM is an Asian Niche that integrates localization and location-based trajectories for a billion dollar Mobile Game earner called SPACEZODIACS Bubbles that end to ends domain specifics with [GamifiedApp.com](http://GamifiedApp.com)

User extended as B2Cs are intersections of Ethnographic Gamified CRM of Gamified Actor Nodes of C2C Narrative's bottom-up reinforced learn from top-down unsupervised input for supervised output of B2B benefits to a Missing Middle's decentralized ecommerce and its programmatic ad-based Market.

Generating decentralized cluster analyses from Tensorflow.js's unsupervised input top-down's parameter of programmatic reinforced learned out-puts of an autonomous centralized Gamified Ethnographic CRM database bottom-up of Tensorflow that extends Python with C++ Behavioral Tree Root Cause Analyses is Acquisition that Activates GamifiedApp's supervised AI.

Seamlessly integrated into GamifiedApp's public blockchain layer with a full-stack rational database integration are intersections of C2C Narratives, for a Gamified Ethnographic Gamified Node pipeline with cloud's P2P message brokerages with a Redis integration into a digital ledger's top-down inputs, Retention of Social Transmedia's seamlessly integrated technology convergence platform is the user narrative crypto-economic value creation of Smart Contracts, Tokenization, Digital Currency: decentralized e-commerce's Marketplace with ad-based programmatic protocols.

User input technology extends as the B2C for a new x, so B2B programmatic advertising to a missing middle's z

output converges C2C's y intersection of benefits;  
ethnographic Gamified CRMs filter domain specific  
metrics.